

the game. The device 10 may be incorporated into any platform such as those currently known in the art. For example, the display 12 may be a touch screen display including data input means 14 to control the game/machine processor 15; however it should be understood that other data input means could be used such as machine buttons, mouse, keyboard or the like.

The display 12 has a locations 16a-e for the display of the game hand cards 18 during play. During the play of the device 10 and method, cards 18 are displayed in a manner as hereinafter described to play the game method.

Not shown in FIGs. 1 and 2, the device 10 and/or display 12 may include a credit meter, as is known on the art, to keep a tally on the gaming credits available for play and means for the player to input a wager and prompt play of the game. For example, the device may include a cash reader or token acceptor by which the player may input the desired wager as well as input means to wager accumulated credits, again as is known in the art.

To provide information to the player, the display 12 includes a touch screen help button 20 which, if touched by the player, prompts the processor 15 to display helpful information to the player. Also included is a cash out button 22 which if touched by the player prompts the processor 15 to operate a pay device 24 which may be a coin hopper device, voucher writer, credit or debit card writer or a program to transfer accumulated credits to the player's established account.

To enable the player to hold/discard cards 18, each location 16a-e has associated therewith a hold button 26. As is known in the play of Video Poker, if the player desires to hold a card 18, he/she touches the corresponding hold button 26 which prompts the processor 15 for the game to retain the display of

the held card 18. Cards which are not held in the initial hand or holding, are replaced with replacement cards to define the final, outcome, holding. The final holding, as described below, is compared to an established pay table to determine if the player has a winning or losing outcome.

5 The processor 15 controls the display 12 to also display a pay table which lists winning outcomes and the pay for each. Data corresponding to winning combinations and the pay or award for each may be stored in a second data structure 32

10 Data representing the deck of N cards for play of the game is stored in a first data structure 30, such as a digital memory device. Where the deck is a single, standard deck, $N = 52$ cards. The data is stored in a serial order, each address representing a playing card of the deck. Thus the data is stored in a fashion to replicate a shuffled deck of playing cards. That is, when newly shuffled for play, the card data is stored in the first data structure 30 as a
15 sequential string of card data representing cards $N_1 - N_{52}$. The cards in the addresses $N_1 - N_{52}$ are not in any suit or value order but instead are randomized simulating a shuffled deck of cards, with the top card being N_1 and the bottom card being N_{52} . A random number generator may be used to randomly select cards for each address. Thus, to the processor 15 and first
20 data structure 30, the data is arranged in a fashion similar to that of a shuffled deck of cards.

 When the play of the game is prompted after shuffling (reconstitution and reconfiguration of the data), the processor 15 selects the first five addresses $N_1 - N_5$ in the data structure defining the initial holding and, with that
25 data, displays the corresponding cards at the display in locations 16a-e as

shown in FIG. 1. The next card selected would be N_6 . If, on the other hand, the last card displayed from the previous game was at address position N_{20} , the processor would access address positions N_{21} - N_{25} and display the cards corresponding to those addresses. Of course other arrangements of data may be used to simulate the ordered, serial and random arrangement of cards in a shuffled deck.

The processor 15 controls the display 12 to display a table 34 which describe the inventory data representing cards of the first data structure 30. Table 34 is updated as card data is selected and cards displayed to impart information as to the remaining constituency of the data, i.e. how many of each card are left in the inventory.

With reference to FIGs. 1 and 3, the method of the play and the device 10 for Video Poker will now be described.

Video Poker

At 36 the player inputs their desired wager to play a hand of Video Poker and at 38 prompts the processor 15 for play. The processor 15 accesses the first data structure 30 to get the next cards 18 at 40 in order from the random, serially arranged, deck data. For purposes of discussion and with reference to FIG. 1, it is assumed that the deck data of the first data structure 30 has been re-randomized, reconstituted and serially ordered into data representing a complete shuffled deck of fifty-two cards $N_1 - N_{52}$. Thus, at 40, the processor 15 gets cards $N_1 - N_5$ and displays the same at the display 12 as an initial five card holding of, according to this example, $10\clubsuit, 3\clubsuit, A\clubsuit, 4\spadesuit, 10\spadesuit$ (FIG.1).